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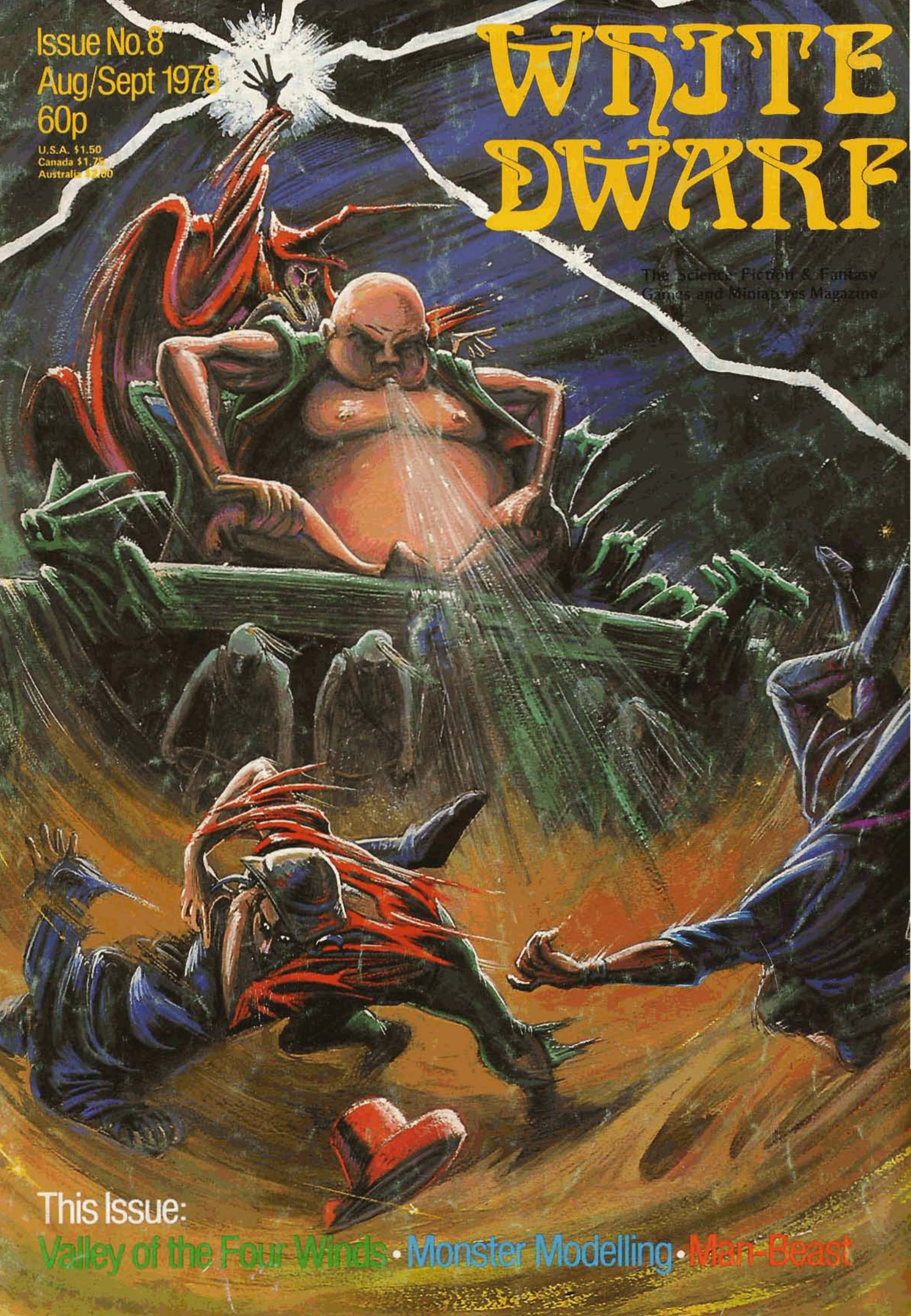

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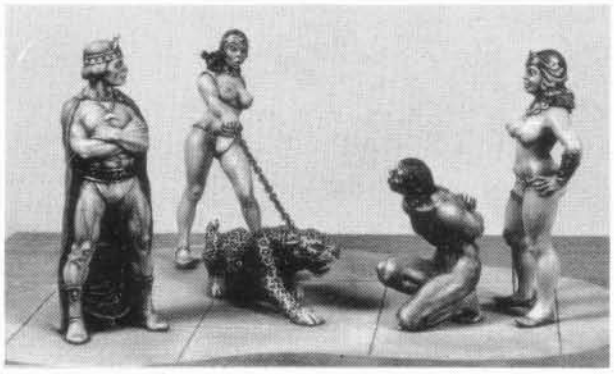

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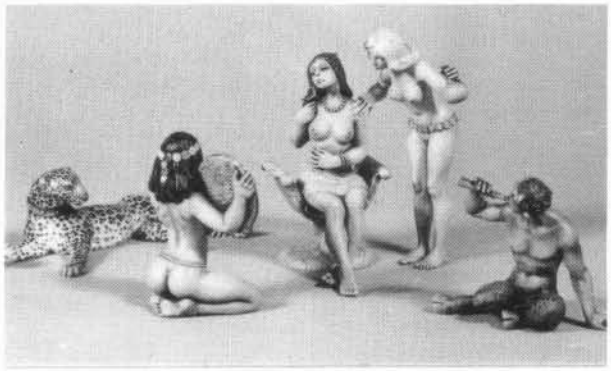

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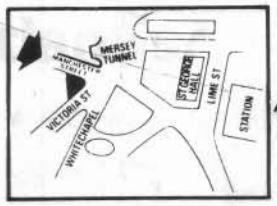

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The major American games conventions are currently in full swing and new releases in SF/F games appear to be never ending. Origins is over with the news that there was a record attendance of over 4,000 people, and a record attendance is also expected at GenCon later on this month. With new rules, games and miniature figures being constantly released from new as well as existing companies, it is difficult to imagine where it is all going to end (if at all).

During the last year there has been an incredible rise in the popularity of science fiction and fantasy games. At first they were put down as "kids' stuff" by traditional wargamers, but now everybody is joining in the fun. After all, games should be fun although the presence of monsters and magic does not mean the absence of skill in play. And it took a long time for the traditionalists to realise this, unfortunately.

The United States continues to be way ahead of everybody when it comes to producing games and it is a pity that when the UK convention season starts, the only new releases are likely to be of American origin.

Talking of conventions, we are pleased to inform you that all the editorial staff of *White Dwarf* will be at *Dragonmeet 1* on 26th August. We will all be wearing chainmail at least to avoid damage from angry readers' +2 rotten tomatoes. Hope to see you there.

Ian Livingstone

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MONSTER MODELLING

by Mervyn Lemon

Despite the wide range of figures currently available, there are still some well known monsters that have yet to see the light of day – the stirge, for example. This is because some of them are virtually impossible to cast satisfactorily in the lead alloy used. For those keen on figures, one way to supplement the range is to make your own. This can be easily done with readily available materials.

The basic technique is to use thin pliable wire to make a frame with an extension so that it can be glued to a plastic base (or the wire can be heated and carefully melted into the plastic). The frame is than packed with wads of damp tissue paper and then a diluted filling compound, eg. Fine Surface Polyfilla, is applied with a paint brush. To build up shape, the consistency of the filler should be quite thick and then a much thinner solution should be applied to give a smooth final surface. With a little practice, it will be found that by using finer brushes, greater detail can be obtained. Once the filler is dry it can also be cut or filed to the shape desired. Don't worry about any mistakes made as the filler can easily be scraped or broken off to repair or improve the figure.

Wings or thin membranes can be easily made by cutting some tissue paper to the required shape, attaching it to the model and then applying several coats of very thin filler.

Filler is also applied to the base to cover the wire and create a ground texture.

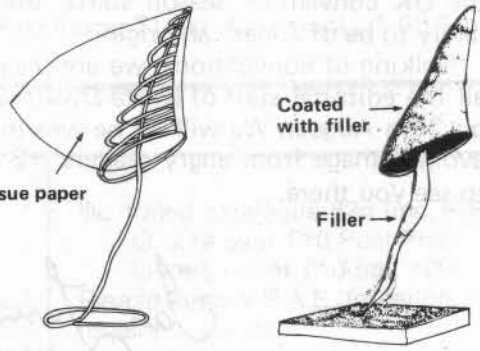
Paint can be easily applied to the filler, when it has completely dried out, to produce the finished model.

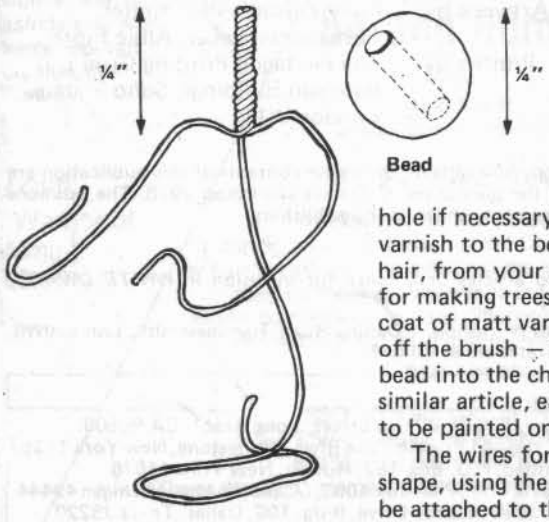
To get some practice in, I recommend a start by making the *Ochre Jelly* and *Black Pudding*, as described in the D&D Basic Rulebook. Since these are amorphous blobs they can form any desired shape. Below are some details on how to make some monsters which necessitate slightly more work than those mentioned above. However, once the basic technique has been mastered, it should be easy to design and model your own creations for your own worlds.

THE MANTA

(created by Wayne Shaw, described in *All The Worlds' Monsters* Vol. 1)

This is a particularly easy one to start with as it is only slightly more complicated than the Ochre Jelly or Black Pudding. Form a wire frame, as shown, attach to a base, cover the "umbrella" with tissue paper and then finish by applying thin coats of filler.





THE FUZZY

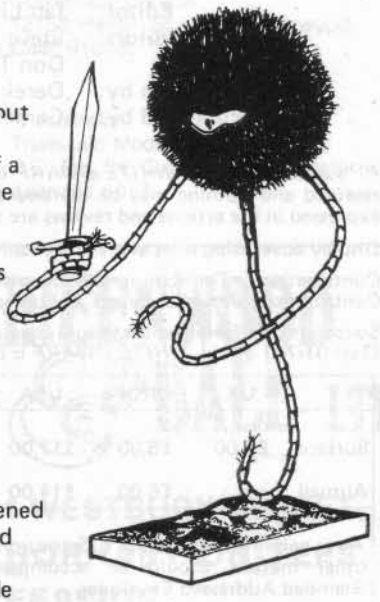
(created by Paul Jaquays, describes in *The Dungeoneer* Vol. 1, No. 2)

Twist together three wires (one of about 3" in length and two of 1½").

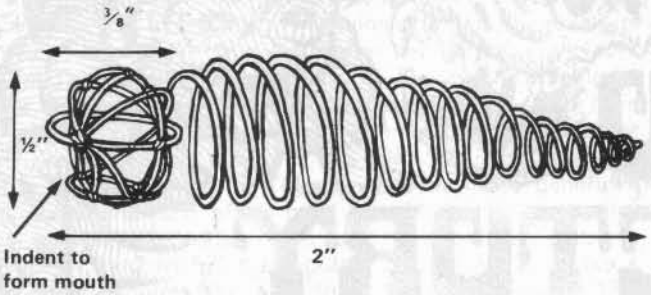
Push the twisted ends into the hole of a ¼" diameter plastic bead, enlarging the hole if necessary, and glue in position. Apply matt varnish to the bead and then dip it into finely chopped hair, from your own head, or as supplied in model shops for making trees. When this has dried, apply a second coat of matt varnish to the hair by allowing it to soak off the brush – don't try to paint in on! then dip the bead into the chopped hair again, Using a toothpick or similar article, ease a space in the hair for the single eye to be painted on the bead.

The wires for the tentacles should then be bent into shape, using the longer one to form a stand which can be attached to the base. The wires should then be thickened up, especially close to the body, with a thin filler applied with a paint brush.

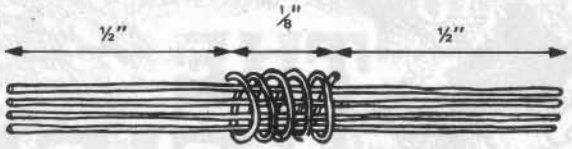
The *Steely* (of the same family) can similarly be made by using a slightly larger bead but omitting the hair coating.



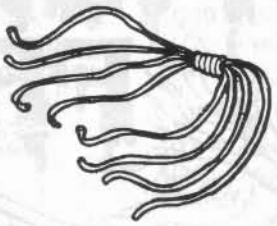
THE CARRION CRAWLER
(described in the *D&D Basic Rulebook*)

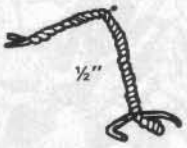


BODY AND HEAD



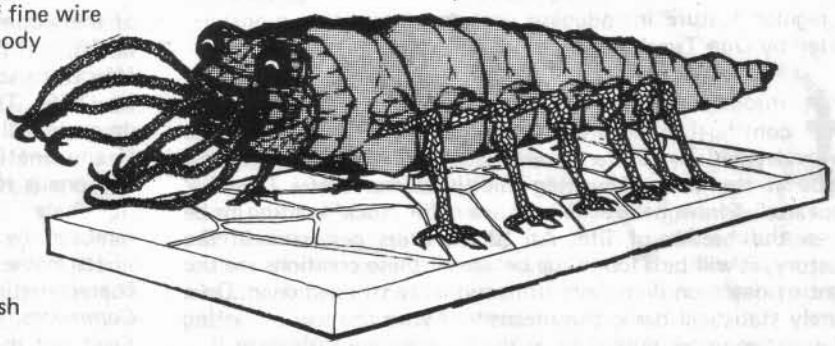
TENTACLES



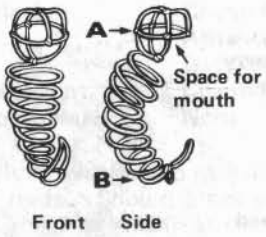


LEGS

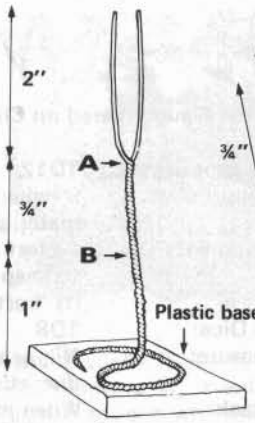
A wire from must be formed, as shown, for the body and head. The spot where the mouth is to be should be indented to take the tentacles. These are formed by binding four 1¼" lengths of thick wire with some fine fuse wire. They should then be shaped and attached to the head with glue or fuse wire. To form the legs, twist two 1" lengths of fine wire together, as shown, and fix to the body. The body and head are now stuffed with damp wads of tissue paper. Filler is then applied to build up the body and head shape. When it is almost dry the mouth should be formed by using a blunt toothpick or matchstick and two ball-ended pins inserted to form the eyes. The model should then be attached to a base – it is easier if the hind body and tail are designed to rest on the base as well – and the final details completed with a fine brush and thin filler.



THE TARRAHOOK BAT
(created by Aaron Arochs & Paul Jaquays, described in *The Dungeoneer* Vol. 1, No. 6)



BODY AND HEAD



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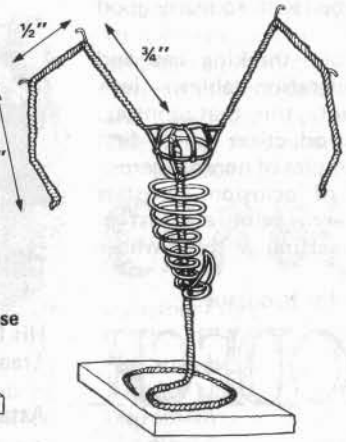

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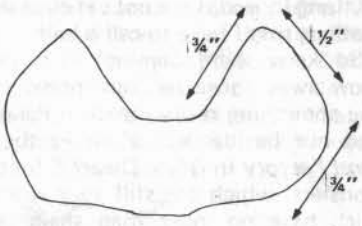


Cut out in tissue or thin paper

WINGS

The body and head framework are formed in wire, as shown, It is important to leave a space in the lower front half of the head to form the mouth and to double back the wire at the bottom of the figure to form the hook with which this creature attacks. Two pieces of wire are twisted together, as in the diagram, and fixed to the base. The wires are then threaded through the body frame until the two points marked A and the two marked B are together. The two straight wires are then crossed over tightly around the head and body to secure the figure to the stand. Three wires must be twisted together to form each arm and wing edge. At the appropriate points cut off one wire so that it protrudes slightly to form the talons. These should then be attached to the body. the frame is now stuffed with wads of damp tissue and then the filler is applied to build up the body. When this is almost dry a cavity should be formed for the mouth. The wings are cut to shape and size from tissue paper and then glued to the wing frame and body. The final coats of filler are then applied to strengthen the wings and form the finer detail.

A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

I continue to be enormously impressed by the energies devoted by *White Dwarf* readers to the *Fiend Factory*. At the time of writing this (just after *White Dwarf 7* appeared) I have nearly 150 monsters 'in stock' waiting to be given the breath of life. At 10 monsters per issue in the Factory, it will be a long time before all these creations see the light of day even if contributions suddenly stopped dead. On a purely statistical basis, this means that your chances of getting that pet monster published in the Factory are rather small – but please don't be discouraged since there will always be space for something really good. I have been asked not to let this column deteriorate into the mediocre and I firmly intend to stick to that policy – so while the queue of new monsters is very long indeed, I am not yet overwhelmed with so many good creations that I have to call a halt.

So keep them coming! Put on your thinking cap and throw away those random monster generation tables – let's have something really creative! Please note, too, that monsters need not be 'dangerous' – see the introduction to the first *Fiend Factory* in *White Dwarf 6* for examples of non-dangerous 'monsters' which are still very worthy of inclusion. Monsters which have no more than sheer nuisance value are just as welcome, and just as apt in a dungeon setting, as those whose main purpose is to flay adventurers alive.

And so to our examples of ingenuity for this issue.

STINWICODECH

by Eamon Bloomfield

No. appearing:	**1D4**
Armour class:	**6**
Movement:	**6"**
Hit dice:	**3D8**
Treasure:	**Type C**
Attack:	**2 claws (1D4 each) and 1 tongue (1D4 plus special)**
Alignment:	**Chaotic**
Monstermark:	**21.6 (level III in twelve levels)**

An 8' tall vaguely humanoid creature with a frog-like head and covered in thick, close-cropped hair. It has intelligence 1D4+4 and dexterity 1D6+10. This high dexterity allows the tongue to hit at +3 hit probability.

On the first hit with its tongue, it increases one characteristic of the victim (1D6 to determine) by one point, to a maximum of 18; if it hits the same individual again with its tongue and affects the same characteristic, it will reduce that characteristic by 1D6. This procedure continues – first increase, then decrease. All characteristic alterations are normally permanent. If any one is reduced to zero, death immediately follows. If any one is reduced to 2 or 1, absolute paralysis sets in, though the characteristic may of course be raised, and the paralysis removed, by a magical device, a Wish etc.

Its name is made up of the first two letters of each characteristic.

Comments: this is another Shadow variant, rather like the Soul Feed but more unpredictable in its effects. As in the case of the Withra, once a party recognises this beast for what it is, one can imagine them queuing up, stripping off armour etc. in order to be hit – but they may have a surprise in store. It is not Undead, nor should it be.

TWEEN

by Ian Waugh (based on Clifford D. Simak's Halfling)

No. appearing:	**1D12**
Armour class:	**9 (when in material form)**
Movement:	**As fast as necessary to keep up with its 'host'**
Hit Dice:	**1D8**
Treasure:	**Nil, or at DM's discretion**
Attack:	**When materialised – as a man (may have weapons from their dimension).**
Alignment:	**Neutral**
Monstermark:	**4.8 (M=3A) – level I in 12 levels**

The Tween exists in a dimension akin to that inhabited by phase-dogs or a man wearing Armour of Etherealness. The Tween is a wraith-like being, being more like a smoky outline and can generally only be seen by anyone in 'phase' with it. though its outline can be detected if viewed through smoked glass.

After several hours with a host they gradually begin to assume the general shape and characteristics of that host, but remain basically squat. The Tween usually has a host, but you may find one or two drifting around alone (if, for instance, a previous host has died).

The Tween is able to see a few seconds into the future and

so is able to increase its host's luck by 50%. It is also able to move material things short distances, for example move a sword so that it hits a foe instead of missing, or move a shield so as to parry a blow which otherwise would have hit the host. This means that in any action involving a die-roll, the host gets two die-rolls instead of one, and selects the 'better'.

One Tween will stick to one being. They prefer intelligent beings, but this could mean an intelligent monster – they have no particular allegiance to player-characters, human or otherwise.

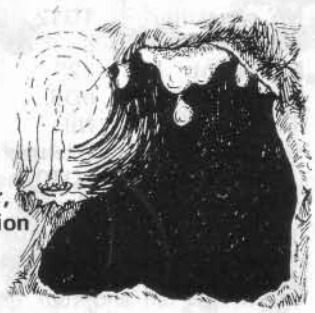
The catch is that the Tween, while having a beneficial effect on the actions of his host, has the opposite effect on anyone within a 50' radius, friend and foe alike. They will find it twice as hard to roll the required number on a die (so a being which requires, say, a 15 to hit will need to roll an 18).

No host will consciously be aware that he has been adopted by a Tween unless it is spotted by someone with the ability to do so. The host may very well get rather an unfortunate reputation among the rest of his party. The Tween can be destroyed in the conventional manner if brought into 'phase' by Phase Door, Pass-Wall etc., or by one with the ability to become ethereal. They can also be destroyed by anything in their own dimension.

Comments: this could almost be a new character class, but I am glad Ian has resisted what must have been a temptation. More of a 'nuisance-value' monster than anything else, and widely deployable. For the effect on a nearby non-host, perhaps the DM should secretly roll a D6 – 1–3 means the player's die roll is valid, 4–6 means it fails; the DM would tell the player that the attack or whatever had failed, but not of course the reason nor would he reveal his own die-roll. This is a simple monster to DM (these klutz-monsters aren't always quite so easy to handle in the hurly-burly of melee) and should be a welcome addition to many a dungeon, though a certain amount of resulting paranoia on the part of some players should be expected.

Choking Sandwiches

by Roger Musson



No. appearing:	**1**
Armour class:	**7**
Movement:	**1"**
Hit dice:	**2D8**
Treasure:	**Nil**
Attack:	**Charm Monster, Advanced Illusion (see below)**
Alignment:	**Chaotic**
Monstermark:	**None**

This is a little blob of yellow jelly which sticks to the ceiling of its lair. Should a powerful monster venture in, it will be charmed to remain in the lair and attack anyone who enters. However two illusions will be cast – one on the monster to make it resemble a much weaker monster, and another to create illusory treasure in the room. These illusions are automatically believed if (a) the C.S. is in the room, (b) the C.S. is alive, and (c) the victim of the illusions is in the room. Victims lured into the room who perish are eaten by the monster and the C.S. then drains energy from the monster at the same time to obtain its own sustenance.

Comments: another dreadful creation from Roger's fertile (some would say 'warped') mind. Where does he get them from? I remember him sitting down after a Greenlands adventure and producing a new monster out of a hat without any apparent thought.

This is a beauty. Some of the scenes are amusing to visualise, such as an Owl Bear appearing as a Goblin – 'the Goblin hugs Fred and Fred takes 15 points of damage: cheerio Fred!' There are, of course, physical problems to be overcome – could a Goblin physically put its arms round a man, for instance? – but I'm sure an inventive DM could overcome these, perhaps by using elastic limbs. No more than one of these per dungeon level please, or you'll drive your players out of their minds.

Roger – couldn't you have invented a simpler name???

Rock Beast

by Callum Forbes (nice to have a reader in far-off New Zealand)!

No. appearing:	**1D10 in dungeons, 1D20 in wilderness**
Armour class:	**2**
Movement:	**3"**
Hit dice:	**5D8–7D8**
Treasure:	**10% chance of 1D4 gems inside stomach**
Attack:	**1 crush 1D8, 1D10 or 1D12 depending on size**
Alignment:	**Neutral**
Monstermark:	**151.9, 222.7, 341.3 (levels VII, VIII and IX in twelve levels)**

This monster is a living rock which is perfectly camouflaged to appear like the normal rocks or wall near it. It has crude intelligence and attacks magic-users on sight (since it evolved from an imperfect stone-flesh spell). It is immune to attack from normal edged weapons, but magical edged weapons score damage equal to their bonus (so a +2 sword would cause 2 points of damage after a successful hit). The Rockbeast takes double damage from magical hammers, maces etc. and normal damage from ordinary non-edged weapons.

In melee the beast is capable of sudden bursts of speed – its favourite tactic being to crush an opponent's legs rendering him helpless.

Comments: an unusual, yet logical (?) beast which has a high Monstermark mainly because even magical edged weapons (which are in most common use I suspect among parties likely to run into one) only deliver small amounts of damage. One to brighten up the corridors of any dungeon, though a DM will have to judge carefully how fast these things can go in melee and how long they can keep up their sudden bursts of speed. The only thing going against the beast is its tortoise-like normal pace.

Carbuncle

by Albie Fiore

No. appearing:	**1**
Armour class:	**2**
Movement:	**2"**
Hit dice:	**1D8**
Treasure:	**Nil**
Attack:	**Nil**
Alignment:	**Neutral/ Malicious**
Monstermark:	**None**

This is a small armadillo-like creature that feeds exclusively on leaves and small insects. Its segmented armouring is starkly and attractively patterned in shades of brown but its immediate peculiarity is what appears to be a large ruby set in its head just above the eyes. This gem is a living part of the animal, and the Carbuncle (ALIVE!) is worth twice the normal value of the gem as a pet to a Wizard or someone of equal stature who can Charm Animals. If the Carbuncle is slain, or wills itself to die (which it can do under duress since it has no fear or conception of death) the gem deflates to a worthless soggy red pulp.

The creature has powers of empathy and telepathy (both ►

6" range) and slight powers of prophecy concerning the immediate future (it can only communicate telepathically). Empathy enables it to understand the character of each person in a party and know what they know.

It is easily captured and puts up no resistance. It will nearly always approach a party in a friendly manner and communicate its value to them as it desires to go along with them. Once this objective has been achieved it will use its powers first to gain the confidence of the party and then to try to cause disruption and fights within the party by selective telepathy and false prophecies, or it may communicate secretly with nearby monsters to enrage them into attacking the party. It is fascinated by combat and particularly by death, and will do its utmost, once with a party, to cause such events at maximum frequency. At some opportune moment, having achieved its aim, it will slip quietly away.

Comments: And Albie calls this thing neutral! In my book it would be as chaotic as hell! Still, everyone has his own interpretation of alignments and what they mean.

This is a monster which would take an awful lot of skill on the part of the DM – certainly it is not a monster whose reactions you should determine from random tables (if anyone still uses these things at all). I am intrigued by this beast and would enjoy playing in Albie's dungeon at the receiving end . . . or would I?

COFFER CORPSE

by Simon Eaton

No. appearing:	**1**
Armour class:	**7**
Movement:	**6"**
Hit dice:	**2D8**
Treasure:	**Type B**
Attack:	**Strangulation (1D6) or by weapon type**
Alignment:	**Chaotic/Evil**
Monstermark:	**37.3 (level III in twelve levels)**

These foul creatures of the Undead class are found in stranded funeral barges or in any other situation where a corpse has failed to return to its 'Maker'. They look like Zombies but rank as Wraiths on the cleric/undead table.

Although normal weapons appear to do damage when they hit a Coffer Corpse, they have in fact no effect. Only magical weapons harm these creatures and even they only do half normal damage. If struck on the head by a normal weapon a Coffer Corpse will fall to the ground, apparently finished. Next melee round it will rise up again, unharmed, and continue to fight and all non-player characters must save against Fear or flee when this happens.

Unless there is a weapon in the Corpse's treasure it will attack using its hands. A hit on a character indicates that the Corpse has locked its hands round his throat and will do 1D6 damage per round thereafter until the victim or the Corpse is dead. It is recommended that DMs allow players whose characters are using non-magical weapons to roll their attacks normally, simulating the apparent damage done by non-magical weapons.

Comments: a nice addition to the Undead ranks which perhaps do not receive as much attention as they should. As a diversion, I am getting a little worried about the extreme influence a high-level cleric can have – surely he can't go on turning away Undead ad infinitum? Any DMs come up with good ideas in this respect?

Why are non-player characters only affected by 'Fear'? I should have thought player-characters would have been just as prone, if not more so. Perhaps this was an unintentional slip on the designer's part – or perhaps he would explain?

WHIRLER

by Simon Muth

No. appearing:	**1D8**
Srmour class:	**5**
Movement:	**14"**
Hit dice:	**2D8+2**
Treasure:	**Nil**
Attack:	**See below**
Alignment:	**Chaotic**
Monstermark:	**16 (level II in twelve levels)**

The Whirler looks like a miniature whirlwind and can be hit by normal weapons. It has a deep hatred for human-kind. If a character is 'hit' by a Whirler, he must save as against Death Ray. If he fails, he starts to spin, having become 'enmeshed' in the Whirler; he takes 1–3 points of damage per round, caused by the force inflicted as a result of the spin, and has a 5% cumulative chance per round of being torn apart. A spinning victim will only stop when he or the Whirler is dead. Only one spinning character per Whirler.

Comments: a sort of weak Air Elemental. The Monstermark for this beast typifies the weakness of the Monstermark system – surely this creature is tougher than second level? But how to calculate its special power?

DMs could have some fun with this one – presumably, if the Whirler is spinning with a character already 'in gear' so to speak, his mates on the outside will have to hit it without clobbering him, and this could call for some fine judgement on the DM's part. Characters with dexterity lower than 13 need not apply . . . . . .

TURUNG

by Thomas Benson

No. appearing:	**1D12**
Armour class:	**8**
Movement:	**12"**
Hit dice:	**6D8**
Treasure:	**Nil**
Attack:	**2 tentacles 1D10 each**
Alignment:	**Neutral**
Monstermark:	**118.8 (level VI in twelve levels)**

Seven feet tall and four feet broad, these curious beasts are covered with thick woolly red hair which moults profusely – so piles of red hair on the floor can warn adventurers that Turung might lurk nearby. They also use their hair as their bedding.

They are semi-intelligent and have special magical powers. They can project a Web (as the second level spell) and use an anti-Magic Shell (as the 6th level spell) once per day each. However they are usually reluctant to fight and prefer to pick up lone adventurers and slaughter them at leisure.

Comments: pity the designer didn't include a full description. I guess a humanoid with tentacles instead of arms, the tentacles having the same physical description as those of the Displacer Beast.

And so we close the Factory doors for this issue. Perhaps this time there have been too many monsters which are wildly non-standard, if I may use that expression at all accurately in this context. Next time perhaps a few more straightforward beasts – without which the dungeon could rapidly become a nightmare – should be included.

This has been a difficult task again – selecting a few monsters from dozens which merit inclusion. I hope those who don't see their names in lights this time will swallow their disappointment and press on regardless.

A 1

Photographs not actual size

B 1

C 1 2 3

D 1 2 3

E 1 2 3 4 5 6 7 F 1 2

G 1 2 3

H 1 2 3 4 5 6 7 8 9 10 11

J 1 2 3 4 5 6 7 8 9 10 11 12

Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.

A. Heritage Models
1. Stubborn Krot (1151)

B Greenwood & Ball
1. Laser Cannon on mobile mount with crew (STS 20)

C Asgard Miniatures
1. Skeleton Officer (FM 32A)
2. Archer of Chaos (FB8)
3. Ort with Sonic Gun (SF 20)

D McEwan Miniatures
1. Dungeon Door (AS 25)
2. Throne of Xicon (AS 1)
3. Treasure Chest (AS 2)

E Miniature Figurines
1. Ogre Magi with Cross Guarded Spear (OGM 4)
2. Troll advancing (TRL 1)
3. Coffin with Skeleton (VFWM 4)
4. Monk Spirit (VFW SET 5)
5. Monk Spirit (VFW SET 5)
6. Monk Spirit (VFW SET 5)
7. Monk Spirit (VFW SET 5)

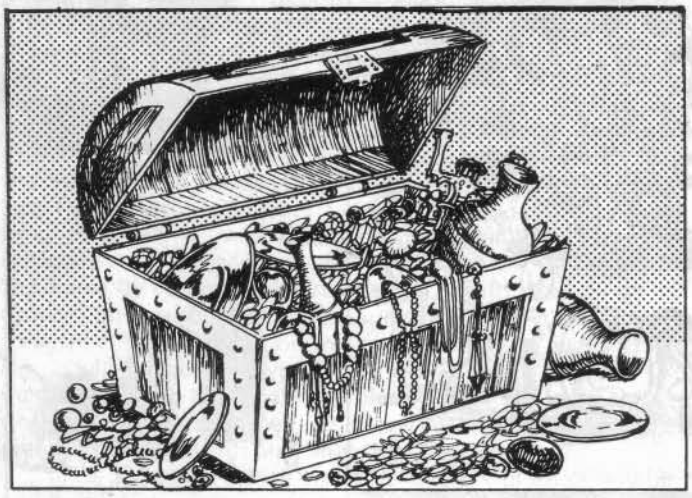
F Starcast
1. Skeleton (F 17)
2. Witch (F 31)

G Dragon Miniatures
1. Xwa-Was with Laser (SL 18)
2. Xwa-Was (SL 17)
3. Another Astronaut (SL 21)

H Archive Miniatures
1. Rabbit Trooper (2100 A)
2. Dungeon Adventuress (731)
3. An Alien Adventurer (2035)
4. Phraint (783)
5. New Martain (2031)
6. Tusk Rider on Boar Troll (830)
7. Sea Demon (781)
8. Skeleton (777)
9. Mounted Nightwraith (523)
10. Space Assassin (2013)
11. Weretiger (776)

J Ral Partha
1. Tree Shepherd (ES 49)
2. Satyr (Pan) with Spear (ES 33)
3. Witch (ES 36)
4. Armoured Centaur (ES 47)
5. Armoured Knight (ES 43)
6. Demon of Evil Law (ES 48)
7. Foregum Bare Chested Hero (ES 23)
8. Wind Lord (ES 41)
9. Monk (ES 37)
10. Super Hero, with Axe, on Super Heavy Horse (ES 2)
11. Earth Demon hurling rock (ES 45)
12. Centaur Archer (ES 32)

TREASURE CHEST



TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

Critical Hits

by Lew Pulsipher

The purpose of this is to reflect the odd chances of combat without resorting to considerable complexity and wholesale slaughter. It is self-defeating, however, if it makes players afraid to fight. In any case it should not be used when players are all first and second level; life is dangerous enough then without this addition. The chart is designed for use against humanoid, human-size creatures (those subject to Charm Person) but the referee may wish to use it more generally. It is *not* 'unfair' to use it against humans and not monsters, because humans gain advantages that referees either cannot or will not apply in favour of non-human monsters.

If an attack die roll (excluding modifications) is 20, roll again. If the second roll is high enough to hit then a *critical hit* may be scored. Normal damage is inflicted unless modified below; in addition a D20 is rolled for special effect. MDR= minimum damage roll; if damage inflicted is not at least the value given, there is no critical hit. A roll of 20 with a non-missile weapon will be a hit even if the armour class of the target is nominally too high to permit any hit – this is necessary to avoid boring and prolonged battles in narrow spaces where players cut down monsters without fear of sustaining damage because their armour class is too high. But there will never be a critical hit in this case. Of course, even a 20 is not a hit if the necessary weapon is not used (e.g. silver or magic vs lycanthropes).

A critical hit will never result in more than triple damage even if, for example, a sword of cold (triple damage on any 20) scores a double-damage critical hit. Damage is still triple, not sextuple.

When a shield or weapon arm is hit, the creature drops whatever was carried with that arm. *Limp* means speed reduced to 50% and -2 on all attacks. *Maimed* means the victim cannot walk or fight. While an arm is injured nothing may be carried with it; consequently a creature with an injured weapon arm cannot attack unless it has learned to use its opposite arm for attack. For leg hits, roll for left or right leg.

Cure Light Wounds may be used to negate time delay up to 6 turns. Cure Serious Wounds may negate one day of injury, and is usable only once per day per injury for this purpose. When cures are used to reduce time delay they do not cure any damage points. For example, if a character's shield arm has been injured for 1-6 turns, a Cure Light Wounds will enable the character to immediately use the arm again, but no hit points will be cured.

CRITICAL HITS CHART

Roll	Special Effect
1	Shield arm unusable 1-6 turns
2	Shield arm unusable 1-3 days, MDR=2
3	Shield arm unusable 2-12 days, MDR=3
4	Weapon arm unusable 1-6 turns
5	Weapon arm unusable 1-3 days, MDR=2
6	Weapon arm unusable 2-12 days, MDR=2 (sic)
7	20% Shield arm, 80% Weapon arm unusable 1-4 weeks, MDR=4
8	Leg limp 1-6 turns
9	Leg limp 1-3 days, MDR=2
10	Leg maimed 1-6 turns MDR=2
11	Leg maimed 1-3 days, MDR=3
12	Leg maimed 1-4 weeks, MDR=4
13-14	Head hit, stunned – no attack next 1-6 rounds but may defend
15	Head hit, knocked out 1-6 rounds (MDR=2 unless no helmet).
16	Head hit, concussed, knocked out as above, can't walk without aid when wake up, can't fight/cast spells. MDR=3 unless no helmet; concussion lasts 2-24 days.
17-20	Body hit, double damage.

Whether spells may be cast without the use of both arms must be determined by individual referees.

The Asbury System

Part IV

by Brian Asbury

This, the last of the series of four articles of D&D experience, deals with the points to be scored for success in "percentage abilities". These include the thievish abilities of pickpocketing, opening locks, etc; Bards' lore abilities; Alchemists' identifying potions; Barbarian sign language; etc.

Experience for a percentage ability is decided by two factors: the character's chance of success in the ability (regardless of level), and the number of times he has used it in that particular game-day. The latter is important since the number of times a percentage ability may be used per day is usually umlimited. Therefore, the first time an ability is used, the user gets points equal to 100 minus percentage chance of success; the second time, however, he picks up only half this amount, the third time one-third, and so on. This is summarised in *Table 1* below, which can also be used when awarding points to characters making saving-throws (assuming you *do* award points for this, of course). Therefore, in brackets after percentage score in the table, is the requisite saving-throw score which this is equivalent to.

TABLE 1 – EXPERIENCE FOR "PERCENTAGE ABILITIES"

% Score Required	Saving Roll	Number of times of use 1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th
05%	(20)	95	48	32	24	19	16	14	12	11	10	9	8
10%	(19)	90	45	30	22	19	15	13	11	10	9	8	7
15%	(18)	85	42	28	21	17	14	12	10	9	8	7	7
20%	(17)	80	40	27	20	16	13	11	10	8	8	7	6
25%	(16)	75	37	25	19	15	12	11	9	8	7	6	6
30%	(15)	70	35	23	17	14	12	10	9	8	7	6	6
35%	(14)	65	33	22	16	13	11	9	8	7	6	6	5
40%	(13)	60	30	20	15	12	10	8	7	7	6	5	5
45%	(12)	55	28	18	14	11	9	8	7	6	5	5	5
50%	(11)	50	25	17	13	10	8	7	6	5	5	5	4
55%	(10)	45	22	15	11	9	7	6	6	5	4	4	4
60%	(09)	40	20	13	10	8	7	6	5	4	4	4	3
65%	(08)	35	17	12	9	7	6	5	4	4	3	3	3
70%	(07)	30	15	10	7	6	5	4	4	3	3	3	2
75%	(06)	25	12	8	6	5	4	4	3	3	2	2	2
80%	(05)	20	10	7	5	4	3	3	3	2	2	2	2
85%	(04)	15	7	5	4	3	3	2	2	2	2	1	1
90%	(03)	10	5	3	3	2	2	1	1	1	1	1	1
95%	(02)	5	3	2	1	1	1	1	1	1	1	1	1
100%	–	1	1	1	1	1	1	1	1	1	1	1	1

As usual then, let's have a few examples;

Example 1: A 4th level human thief succeeds in hiding in the shadows – the 4th time he has done so during this particular expedition. His chances are 35%, so cross-indexing on the table, he gets 16 points.

Example 2: For the first time that day, a hobbit thief of dexterity 17 picks someone's pocket. He is level 2, so his base chance is 25%. However, he gets a 5% bonus for being a hobbit, and a 15% bonus for his dexterity, so his actual chance is 45%. Therefore he will collect 55 points if successful.

Example 3: A 7th level bard "lores" a fear wand, the 3rd time he has used lore in this expedition. His normal chance would be 70%, but the referee halves this since it is an item he cannot use. Therefore, cross-referencing 35% with 3rd, he collects 22 points if successful.

Notes

If an attempt at a percentage ability fails – e.g. the bard fails to identify an item, etc. – the character picks up no points, but neither does the failure count towards the number of times the ability has been used (not for the purposes of this system, anyway).

Points should be awarded for using percentage abilities only when they are used under stress, i.e. in the course of an expedition. A character gets no points for merely practicing at home. Similarly, points scored for successful spell-casting (see *White Dwarf 6*) should also be given only during the course of an expedition – i.e. a character going home and casting "Detect Evil" on his mother-in-law a dozen times scores no points!!!

A special case as a percentage ability is Bardic Charm, and I do not use *Table 1* in this particular case. Instead, I award a fixed number of points to be multipled by the number of hit dice of creatures charmed. This number is equal to 21 minus 1 point for every 5% of the percentage chance of charming.

TABLE II – BARD'S EXPERIENCE FOR CHARM

Chance to charm	Points per hit die	Chance to charm	Points per hit die
5%	20	55%	10
10%	19	60%	9
15%	18	65%	8
20%	17	70%	7
25%	16	75%	6
30%	15	80%	5
35%	14	85%	4
40%	13	90%	3
45%	12	95%	2
50%	11	100% +	1

N.B. "Chance to charm" here represents the bard's actual chance, *after* any score adjustments have been made due to the creatures' hit dice, magic resistance, etc.

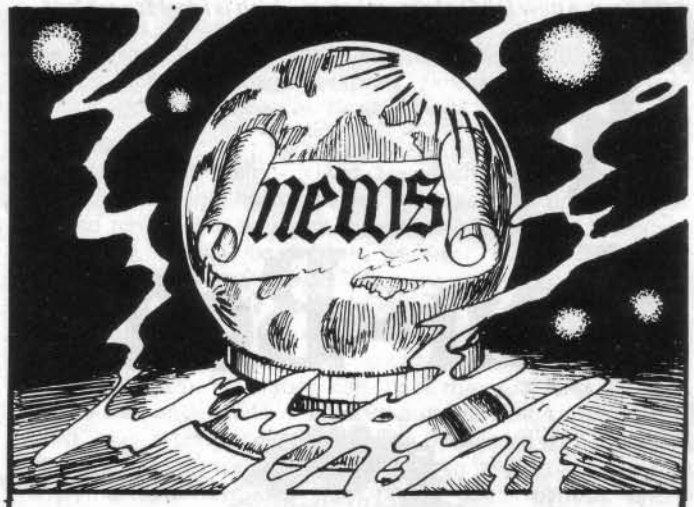
Example: A 5th level bard attempts to charm 5 zombies, and succeeds in charming three. His basic chance to charm is 50%. However, he has a charisma of 15 which makes him +5%. Zombies, though, are undead, which subtract 10% for each hit die they possess, and have two hit dice. His actual chance to charm, then, is 50 + 5 – 10 – 10 = 35%. Therefore he is awarded 14 x 2 x 3 = 84 points for charming the three.

That, then, brings this series to an end. I hope my system has been of use to some of you out there. I am by no means claiming that the system is perfect, or even complete. So, if anyone has any suggestions on how to improve or expand it, I would love to hear them.

Next issue:

We regret that due to space limitations we were unable to publish the C&S article on *Foresters*. This, however, will be included next issue together with:

- **The Lichway – a complete mini-dungeon**
- **Foresters – a C&S character type**
- **Valley of the Four Winds – part II**
- **The Experienced Traveller**
- **Fiend Factory**
- **Treasure Chest**
- **Open Box**
- **Molten Magic**



. . . the American convention season is now well under way with new releases coming out from all directions. At the time of writing we heard that the following were scheduled to be released either at **Origins** or **Gencon** – from *TSR* comes **Advanced Dungeons & Dragons Players Handbook** which is a manual of character races, abilities, classes, alignment plus a new boxed game of adventure on past atomic Earth with mutants, human survivors, robots called **Gamma World.** From *Avalon Hill* comes another fantasy role-playing game called **The Magic Realm.** From *Heritage* there is a new range of SF/F games for the family with **Spellmaker, Quest, Strange New Worlds, Star Fighter.** And yet another fantasy role-playing game comes from *SPI* entitled **Swords & Sorcery.** All the above should be in the UK before the end of the year. There are three new releases from *Metagaming* called **Death Test, G.E.V.** and **Olympica** whilst **Stellar Conquest** goes boxed . . .

. . . new from *Judges Guild* comes three Campaign Hexagon Sub-Systems entitled **Village Book No. 1, Castle Book No. 1, Island Book No. 1** and all will be available in the UK soon . . .

. . . new figures assured of popularity are the **Star Trek** and **John Carter of Mars** ranges from *Heritage* and both are backed up by rulebooks. Rumour has it that they will be available at *Games Workshop* in August. *Ral Partha* are currently increasing their **Personalities and Things that go bump in the Night** and they should be available in the UK by autumn. *Asgard* who already manufacture *McEwan* figures in the UK will soon be adding *Dragontooth* figures to their existing ranges. Meanwhile *Miniature Figurines* continue to rationalise their SF/F ranges. They have now withdrawn their **Sword & Sorcery** and also their **Science Fiction** ranges having already withdrawn the **Mythical Earth** range several months ago. However, **The Valley of the Four Winds** range is a superb replacement and it is understood that a new SF range is being planned . . .

. . . in response to numerous requests for *Games Workshop* to repeat its popular **D&D Day,** an event entitled **Dragonmeet** has been organised at Chelsea Town Hall on 26th August which will incorporate D&D Day but also cater for all sectors of the SF/F games world . . .

. . . a new publication for EPT addicts called **The Tekumel Journal** by *Imperium* has just arrived in the UK together with **Netherworld** which is a kit for constructing dungeon walls and passages . . .

. . . *Fantasy Games Unlimited* have just released the **Chivalry & Sorcery Sourcebook** which is an expansion of C&S rather than a supplement to it. Expected in the UK by September . . .

. . . there will be a small feature on D&D and *Games Workshop* in the Observer Colour Supplement on 6th August . . .

. . . *Archive Miniatures* have produced a set of rules entitled **Star Rovers** for use with their figures of the same name. Should be in the UK soon . . .

And now, a new D&D character class which is ideal for schizos...

the Man~Beast

by Greg Foster

The man-beast is a male or female human of Chaotic or Neutral alignment, with a tendency towards evil, who has decided to give the bestial side of his nature full range so as to indulge more freely in his favourite hobby – killing! The man-beast stands some 6' tall, is of a horrifying countenance and has a large tail which can be whipped over its head to strike when the 'beast' has reached 5th level. The transformation from 'man' to 'beast' is achieved by operating an enchanted ring which the man-beast continually wears, and can be reversed by a similar procedure. The ring is created by a high level magic-user using 'polymorph others' and 'permanent' spells, in repayment for which the man-beast must deliver to the magic-user all monetary treasure and gems (except for living expenses) that it gains until the time that the man-beast reaches 4th level. The magic-user may also, at the DM's discretion, send the man-beast on a quest. Failure to comply with the magic-user's terms results in him hiring assassins to put an end to the individual in question. Any player electing to play a man-beast is assumed to already possess a ring and is informed by the DM as to the whereabouts of the magic-user to whom he must pay his dues.

Each man-beast's ring is different and cannot, therefore, be recognised as such. And since each ring is tailored to the individual it will only work on him and has no effect on anyone else who might don the ring. If the ring is lost, the man-beast will remain in the form he was in at that time until dispel magic, polymorph, etc. spells are cast to return him to 'man' form or he purchases a replacement at great expense or by a similar deal to the original.

The man-beast is thus two personalities – the 'beast' when on expeditions, and the 'man' – which is the safest way for it to frequent taverns and visit towns, etc. Although highly independent, the man-beast will willingly join a party of adventurers on an expedition simply because in this way it will encounter combat, which it enjoys, and gain treasure to repay the magic-user. The man-beast's independent nature does mean that it will not take on hirelings, though it may accumulate followers as explained later.

On an expedition, the 'beast' need only take water as it will eat the raw flesh of any monster slain, having first ascertained that the flesh is edible.

The magical power of the transformation from 'man' to the larger form of the 'beast' is just enough to rend even chain-mail; thus the 'man' is limited to this at best since attempting the transformation in plate mail would result in death by constriction. Consequently the 'beast' is usually to be seen clad in the split and tattered remnants of chain mail or leather armour which will be the only apparel of the 'man' when he transforms back.

The prime requisite for the man-beast is constitution (to withstand the transformations); this must be 14+ and gains a hit die bonus as in *Greyhawk.* The character must also have a wisdom score of below average, i.e. 8 or less.

The 'beast' has an armour class of 7, but this improves as the skin hardens with age and experience is gained. Dexterity bonuses may be used in 'beast' form but the AC must never be increased by more than +2, and strength bonuses may not be used since the strength and dexterity of the 'beast' are inherited more from the polymorph spell than from the 'man'.

In 'beast' form only, the man-beast has the following 'natural' abilities:

- Stalk
- Hear noise
- Sense superiority
- Detect poison
- Climb
- Magic resistance

Level	Experience Points	Armour Class	Stalk	Attacks
1 Animal	0	7	40%	2 claws* (1–4 each); 1–4 bite
2 Red Claw	1,000	6	45%	2 claws* (1–4 each); 1–6 bite
3 Goremonger	2,000	6	50%	2 claws* (1–4 each); 1–8 bite
4 Flesh Ripper	4,000	5	55%	2 claws* (1–4 each); 1–10 bite
5 Bone Breaker	8,000	5	60%	2 claws* (1–4 each); 1–10 bite; 1–4 tail
6 Skull Crusher	16,000	4	65%	2 claws* (1–4 each); 1–10 bite; 1–6 tail
7 Hell Spawn	32,000	4	70%	2 claws* (1–4 each); 1–10 bite; 1–8 tail
8 Man o' Blood	60,000	3	75%	2 claws* (1–6 each); 1–10 bite; 1–8 tail
9 Bloodlord	120,000	3	80%	2 claws* (1–8 each); 1–10 bite; 1–8 tail
10 Man-beast	180,000 (+60,000 per level)	3 (max)	85% (max)	2 claws* (1–8 each); 1–10 bite; 1–8 tail (max)

*On a roll of 20+ at 1st and 2nd level, 19+ at 3rd and 4th and 18+ thereafter which *hits,* the 'beast' may hug causing 2–16 points of additional damage. This may not be used in conjunction with the tail.

Hit dice are as for a fighting man.

The 'beast' fights using the combat tables as for a fighting man of the same level.

The 'beast' moves as a normal man.

Experience points are *only* gained for combat while in 'beast' form. No experience is earned for combat in 'man' form or for treasure, although the man-beast will always carry his share of the loot out i.e. no other character may claim the experience for it.

Explanation of Natural Abilities

Stalk: The 'beast' has a base % chance as shown on the table of picking up and following a trail. The 'beast' stalks by scent and the trail must be fresh i.e. not more than 4 hours old. Adverse weather will wash out the scent completely. If the scent crosses water the 'beast' has the same % chance of picking up the scent on the other side unless the quarry has taken deliberate evasive action (e.g. moving some distance up the stream before coming ashore) in which case the trail will only be picked up if the 'beast' searches and picks up the scent

again within 4 hours. From the scent the 'beast' can identify the type of monster if it has encountered that type of monster before, and can distinguish between individuals of a race (humans, elves, dwarves etc.) on the same basis. In attempting to identify a particular individual, there is a 20% chance that the scent will be familiar but the individual's identity beyond recall. If the scent is of 'prey', i.e. something which the beast can attack on sight, which the 'beast' then decides to stalk, its awareness is heightened during *that* stalk and it may attempt to move silently and hide in shadows as an elven thief of the same level on its final approach on the prey. If this is successful the first attack is a surprise one carried out at +4 hit probability – and doing an additional 4 points of damage if the beast hits with at least one claw *and* the bite. (Note that any human, elf, dwarf, etc., scent would not be classified as prey unless identified as an enemy previously encountered). If the 'beast' picks up the scent of prey on a trail it believes to be frequently used it may wait silently, hidden in shadows (same chance as when stalking) and ambush its prey with a surprise attack as before.

Hear Noise: The 'beast' can hear noise behind doors etc. on a 1–3 on a D6 and 1–4 in an open situation. As usual, the 'beast' cannot be surprised if it has heard a noise.

Sense Superiority: Once the 'beast' has sustained a hit from an adversary in physical combat, it can sense 'superiority' and immediately knows whether that adversary is 'superior', 'equal' or 'inferior' – i.e. whether the foe has more, the same or a fewer number of hit dice . This is all the 'beast' can sense. It cannot sense the armour class, number of hits or hit dice, or any special powers other than poison (see below).

Detect Poison: On a roll of 1–4 on a D6, the beast can detect poison in food, drink, on weapons, in traps, or inherent in a monster's attack. This ability operates within a 10' radius and, since it is performed by scent, does not work through walls, doors or sealed compartments.

Climb: The 'beast' may climb as a thief of the same level but is limited to relatively climbable surfaces such as trees, jagged non-sheer cliffs etc. It cannot scale walls or sheer surfaces unless they are of a material, such as wood, that the 'beast' can dig its claws into. Under duress – imminent threat of death – the 'beast' may attempt a difficult climb but the DM should drastically increase the chance of slipping depending on the climb being attempted.

Magic Resistance: Since man-beasts are of magical origins, they have a high resistance to magic and save at +2 when in either form. The man-beast is treated as an enchanted monster with regard to the magic-users' protection from evil spell. The man-beast's bonus also applies to a 'dispel magic', which if successfully cast – remember the initial polymorph-permanent must have been cast by at least a 14th Level MU – must be saved against or the 'beast' will return to 'man' form for a number of days equal to the level of the caster. This spell has no effect on the man-beast in 'man' form or on the ring, which is, to all intents and purposes, a magic item.

General Points

The Man-beast as 'Man'

The 'man' form operates as a fighting man of half the level he has attained as a man-beast, with halves rounded down. Thus a first level man-beast in 'man' form would fight as a Normal man, while a 4th or 5th level man-beast in 'man' form would fight as a 2nd level fighting man. In 'man' form the man-beast gets full bonuses or minusses for strength and dexterity. Hear noise etc. is as for any normal human.

Weapons

The man-beast in 'man' form may employ any weapon and armour (magical or not) as long as the body armour is not effectively greater than AC4. The 'beast' will jettison all weapons immediately, discarding them without thought – though if the man-beast has an intelligence of 10+ it may employ a normal or magic spear. The 'beast' will also discard any shield; armour is destroyed in the transformation as mentioned previously.

Magic Items

The man-beast may employ any items normally usable by fighting men (save magic weapons, except spears, and magic armour and shields when in 'beast' form).

Languages

Man-beasts speak their own language which is of arcane magical origins. Other intelligent species may learn to understand it but can never learn to speak it because of profound biological differences. It may be spoken, however, by use of a speak languages/with animals spell. This is the only language a 'beast' speaks, but since it is not unintelligent, it can communicate with its group of regular companions, and vice versa, by means of gestures agreed upon when the man-beast was in 'man' form. The man-beast in 'man' form can speak the usual languages etc. He can also understand man-beast but is unable to speak it. A 'beast' may attempt to communicate by gesture with members of an intelligent race who are strangers to it, but because of its terrifying appearance has a –2 on the Hostile/Friendly reaction table.

The Transformation

The transformation either way takes one melee round during which the man-beast cannot engage in any other activity. When the character wants to turn form 'beast' to 'man' – for the purposes of entering a town, or at the end of a dungeon expedition, say, – there is a chance that the 'beast' part of the character will not go along with this and refrain from operating the ring. Thus, when turning from 'beast' to 'man' the player must roll on the table below, failure means that the 'beast' is having its own way and will roam off when the other characters return to a town (DM rolls for random direction although the player still controls the beast's actions). The player must then check as frequently as his intelligence demands on the table. Success means that the 'beast' has decided to revert to 'man' form, whereupon the 'man' may find himself lost (the 'beast' never makes maps, relying on his stalking powers to follow his own scent back) or pursued by the occupants of a village that the 'beast' has been terrorising.

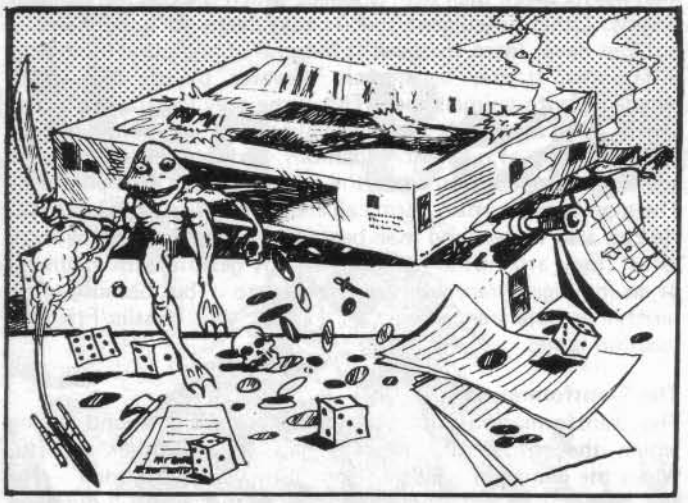
Intelligence	Probability of 'beast' to 'man'	Check every*
3–6	35%	month
7–10	55%	three weeks
11–12	80%	two weeks
13–14	90%	week
15	95%	week
16	98%	two days
17	99%	day
18	100%	

*DM may modify depending on circumstances.

Man-beast vs. Man-beast

When two man-beasts meet in 'beast' form they will instantly do battle until the 'inferior' recognises its 'superior' – i.e. when the one with more hit dice hits the one with fewer 'hit' dice. Once this has been ascertained the 'inferior' may concede by immediately backing off with its tail between its legs and making humble noises (90% chance for non-player character) or continue fighting until death (10%). (The player character has a free choice.) In the event that the 'inferior' decides to fight to the death the 'superior' may concede at any time after that but in doing so permanently loses 2 points of charisma. The 'superior' may not concede before then. Two 'equals' will fight to the death (50% chance for NPC) or until one of them concedes; no charisma points are lost in this instance. In all instances where one has conceded it will immediately leave the vicinity of its better, except that if the one that conceded was the 'inferior' there is a chance that it will become a loyal follower of its 'superior' (10% chance for NPC, free choice of player-character). No man-beast may have more followers than allowed by its charisma on the Hirelings table. When the leader voluntarily returns to 'man' form the followers will automatically do the same unless otherwise instructed by the leader. The leader in 'man' form can communicate by gesture with his followers who may still be in 'beast' form.

OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel.

The summaries are the Test Panel's opinion of good and bad points of the game reviewed. The OVERALL figure, on a 1–10 scale, rates the game itself taking all factors into consideration.

Please note that reviews carried out by people not on the Test Panel do not receive a rating.

SPACE MARINES

FanTac Games – £2.95

The aim of these rules is to cover tactical ground combat between humans and aliens in the 22nd century. Obviously the state of warfare in the future is open to debate, but the rules set out possible main species, their technological development and military organisation. There is a further section on the weapons used (e.g. blaster, flamer, stunner, etc.) and equipment (e.g. jump belts, personal armour, sensors, etc.) used with modification for the same item produced in different levels of technology. Information is also given regarding combat against primitive societies (e.g. 20th Century America) and how to introduce Space Marines into *Dungeons & Dragons* and *Metamorphosis Alpha.*

The first stage of a battle under these rules is to locate the enemy, aided by such things as visorscopes and sensors but limited by bad visibility conditions, cover and sneak suits (a chameleon-like camouflage suit). Once located, an enemy can be fired on. The roll of a twenty-sided die is modified for range, target movement and size, automatic fire and firer's position. If the modified figure is greater than 11, the target is hit and a six-sided die roll determines penetration (most infantry wear armour of some sort). Should any combatants survive to come to contact, melee is possible, with the aid of mono-molecular-edged knives, force blades, coagulators and neuronic whips. Here species abilities play an important part (from bitter experience, don't take on a Blarad in power armour if you're a human) again with a target die roll to determine a hit.

The section on *Dungeons & Dragons* is good and I feel this will be an important attraction for many people. A full chart for the hit points of all life forms is given and the number of hits all types of armour will absorb. Armour is also classed under the *Greyhawk* System. The effects of all weapons are carefully listed and the magical capabilities of high technology weapons and equipment.

This is an ambitious set of rules but there are, unfortunately, a number of drawbacks. They are not so well set out as they might be, related sections sometimes being in different parts of the books (e.g. flier crashes and weapon misses use the same system but are widely separated). Equipment is mentioned in examples which is not explained until much further on in the text. This combines with a lack of a play sheet to make the early games very slow and sometimes quite confused, though familiarity does speed things up. The lack of a points system is sorely felt and has led to a number of very uneven encounters (Do I hear cries of "Realistic"?). No figure ratio is specified but I assume a 1:1 is intented. In this case I feel that forces of over 40 per side are ambitious unless a battle lasting the best part of a day is desired and 20–30 giving a long evening's game. Finally I feel a less cluttered play sequence would help to speed up the game, with possibly the introduction of a simultaneous rather than alternative move system.

However, despite these criticisms, the games played were realistic and very enjoyable and well worth the while.

Mike Hodson-Smith

THE MONSTER MANUAL

TRS Hobbies Inc. – £6.95

This is a most impressive work. The second part of the new Dungeons & Dragons releases, the Manual is a compendium of more than 350 monsters – some old (from the pages of Monsters and Treasure, Greyhawk, Blackmoor, Eldritch Wizardry, Strategic Review and the Dragon) and some new. The version published in the U.S.A. is in hard covers – an example of the high quality on which TSR insist – but I understand the UK edition will be in soft covers to keep the price reasonably within range of the pocket.

Hard or soft cover, this manual deserves a place on every D&D enthusiast's bookshelf. Each monster, listed alphabetically, has a comprehensive description, in some cases supported by drawings, plus Frequency, Number Appearing, Armour Class, Movement, Hit Dice, % in Lair, Treasure Type, Number of Attacks, Damage per Attack, Special Attacks, Special Defences, Magic Resistance, Intelligence, Alignment, Size and Psionic Ability. The explanatory text amplifies, where necessary, these basic parameters and the result is the most comprehensive listing of D&D monsters you will find, presented in a clarity which is unfortunately all too rare in other sources.

There are some revisions of some of the original D&D monsters – for instance the Mummy can now cause paralysis on sight (as a result of fear), the breath weapon of the much-feared Hell Hound is now one pip per die (so a 6-dice beast causes 6 points of damage with its breath, as opposed to 6 dice of damage which most DMs assume was the original intention). Some monster classes have been expanded – for example there are now five Giant Snakes including the Amphisbaena and there are twenty-eight members of the Dinosaur class.

There are quite a lot of new monsters, particularly prominent among which are the Devils – inhabitants and rulers of the planes of hell and the most powerful of the lawful-evil creatures; they are all pretty strong and compare not unfavourably in this respect with the Demons we already know. There is a very tough Banshee, an Imp, a most interesting creation called the Otyugh and its cousin the Neo-Otyugh, a splendid Night Hag (the best drawing in the book in my view) and a thing called a Mimic which Greenlands adventurers are not going to be best placed to meet. And many more – enough here to gladden the heart even of the most selective DM (though it is fair to say that many of the new creations are quite high level).

Inevitably, one can make minor criticisms of the book, probably as a result of printing errors, and some of the drawings are not as good as others. But the quality is as high as one can reasonably expect in such a complex matter and I doubt if anyone will be unable to spot the errors and correct them.

There is only one change which I regret. The Shadow is now a member of the Undead class and can therefore be turned by a cleric; I used to enjoy seeing clerics vainly trying to turn what wouldn't turn, when Shadows were first met – I will retain the original monster characteristics here.

But of course this is not a Tablet from Mount Sinai – from what I know of Gary Gygax's philosophy, he would not object to DMs making changes which suited them in such matters.

Oh yes – the Treasure Type table has now been expanded to include types from A to Z which means I really should revise all my monster cards . . . . . .

I can do no more than heap high praise on the Monster Manual. If every DM and every player didn't buy it, I would be very surprised. It is without doubt the best thing that TSR have produced so far.

Don Turnbull

STARSHIPS & SPACEMEN

Fantasy Games Unlimited – £4.95

Eighty-plus A4 pages of rules for yet another multi-player role-playing game, this time in the SF genre of *Metamorphosis Alpha* and *Traveller*. Well-written, well-printed, with examples where they are needed and with half a dozen attractive (though curious) pieces of fantasy art (unfortunately in black and white), this is a very readable booklet which covers the expected range of topics.

The introduction and concluding section containing hints for the gamesmaster ('starmaster' or SM) apart, there are four main sections:–

II Characters (generation, abilities, experience/ranking, equipment etc.)
III Spaceships (capabilities, statistics, combat etc.)
IV Adventures (sequence of play, galactic encounters, hazards, time travel etc.)
V Alien Encounters (humanoids, animals, psionics, machines, artifacts, combat etc.)

No section is particulary complex, but neither is any section apparently incomplete.

The designer's aim appears to have been to provide a playable game and furthermore one which does not take an inordinate amount of preparation. Traveller, for instance, contains more detail than S&S (in the 'planetary templates' section for example) but having read S&S I wonder whether all the Traveller details are really necessary for an enjoyable game.

Of particular interest to any reader, and of particular use to the aspiring SM, is the two-page 'rationale' in the Introduction which paints the backcloth of the game – a story of interstellar rivalry and shifting political intrigue involving Terrans and five other races, each with varied (and in many cases mutually incompatible) civilisations. There is a basis here for many a scenario without further assistance from the designer, yet the rules also include three sample scenarios in the Appendix. In going to such lengths to help the SM (for these sections do not in any way inhibit imaginativeness, yet they focus attention and provide boundaries of scenario design without making them too rigid) S&S fully meets one criterion of the successful game – the gamesmaster will be stimulated to put pen to paper immediately.

A comparison might be useful here. When I had finished reading MA for the second or third time, I felt it would be tricky, though far from impossible, to design an interesting and 'probable' MA scenario. When I got to the same point with Traveller, I felt lost – I am not particularly imaginative or creative and felt (as I remarked in the article on the game in *White Dwarf 6*) that I needed more stimulus, more hints, more nudges in the appropriate direction before I could design a scenario which would be fun yet challenging, imaginative yet probable. After just one reading of S&S I could have got to work immediately (but instead wrote this review!).

Space limitations prohibit much more comment so let me summarise. I like these rules, consider them carefully planned and well executed, and would certainly select them as the basis of the SF role-playing game I would involve myself in if only time (and D&D!) permitted.

Don Turnbull

WAR OF WIZARDS

TSR – £6.95

War of Wizards is a game of face-to-face simulation combat between two individual Sorcerers (or Priests, or a combination of both) with the fighting taking place in a rectangular shaped mapboard shown as an arena divided into 20 strips. The Sorcerers, represented by the metal figurines, stand one at each end of the board and hurl spells (blue counters for one, yellow counters for the other) at each other, trying to whittle away at the enemy's physical strength until he is eventually slain. At the start of the game, each player secretly throws two percentile dice for a) Physical Power, b) Attack Strength and c) Defence Strength. Spells are conjured by using up either Attack or Defence points and are divided into Attack spells, Defence spells and Attack/Defence spells (which can use points from either strength category). Players are allowed to conjure one attack and defence per turn.

The spells start from one end of the board and progress towards the enemy, regulated by their movement allowance. Each spell has a counter-measure (or several) in the form of other spells. Invisible spells, such as a Fit of Madness, are included with various visible ones (The Demon, Wall of Fire, etc), to give a nice mix of 71 spells in all, providing a wide range of possible attacks and defences.

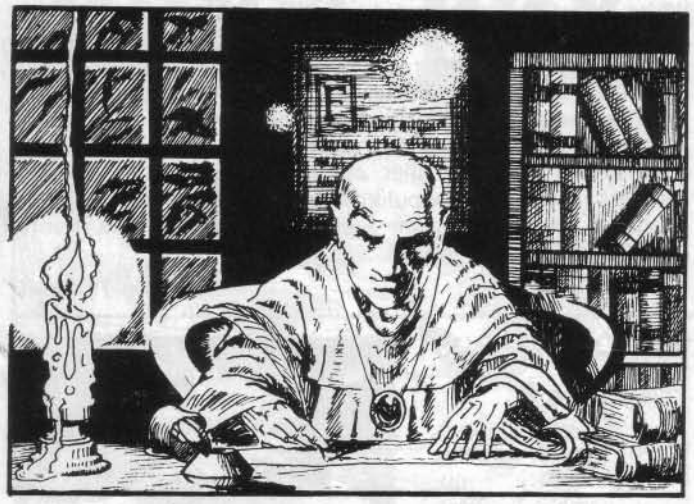
However, to return to combat, provision has been made to cover all eventualities, with different combat results tables for Spell v Opponent and Opponent v Opponent. When spells strike your opponent, the effect is mandatory in that a reduction of his Physical Power points equal to the number invested in the spell is called for. Opponents are destroyed when they have no Physical points remaining. One facet which makes the game interesting is that, whilst it is obviously possible to devise effective counter-measures for spells you can see, trying to outguess your opponent's invisible spells is not quite so easy.

The equipment comes in a rather garish coloured box and is adequate without being inspiring. Game board (on vinyl), two die-cut card counter sheets, rulebook, two 20-sided dice, a strip of miniature figurines) it's all there but somehow it lacks 'Umph'. Definite faults of the game are the lack of a pad of Turn Record Sheets, which contain all the information and note-taking facilities needed (only one sample is included, as part of the rulebook). This also applies to the CRT's. And the fact that only one list of spells with all information is included, whereas two are actually needed to facilitate smooth play. Really, two complete copies of the rules would fit the bill. Also, it would have been useful if the publishers could have included some form of Spell Matrix as, unless the spells are learnt off by heart, a lot of time is wasted in determining relevance.

All in all, War of Wizards is an enjoyable game and can be played in a good evening session.

Colin Wheeler

LETTERS



Readers' thoughts, suggestions, ideas, views, comments and criticisms. Letters should be sent to the Editor, WHITE DWARF, Games Workshop, 1 Dalling Road, Hammersmith, London W6.

Dear WD,

I am sorry Ian Waugh objects to free speech *(White Dwarf 7)*. Bill Seligman's criticism (in *White Dwarf 5*) of *D&D Campaigns* to which I replied in *White Dwarf 6* was based on his ideas about the typical D&D player, and consequently was a matter of counting and experience. Since my view was very different I referred to my experiences to indicate the broad extent of my "statistical sample", if you will – *not* to establish any *general* authority, which Ian Waugh confusingly thinks I was trying to do. The person who has played with more people in more places ought to have a better idea of how the majority of players behave, regardless of what conclusions one draws from that behaviour. Unless Ian Waugh is mathematically illiterate I trust he now understands my motive. Moreover, I said in my letter "If a referee wants to roll the dice, but . . ." etc. Believe it or not, I meant what I said. Must I add an apology for defending my view, in order to escape Ian's disapproval?

The general question is, would *White Dwarf* publish any material which involves a recommendation or discussion of how to referee D&D or any other game? Anyone who claims that the experience of others are of no use to him is a supreme egotist. For example, I certainly found Bill Seligman's account instructive, for I had never met or heard of people such as he described. Furthermore, for every reasonably experienced D&D referee reading *White Dwarf* there are at least five with little or no experience. As a novice referee would you, for example, prefer to spend months and possibly ruin your campaign in order to find out that something (say, selling magic items) is usually bad for the game, or is merely a weaker choice, or would you rather hear about possible effects before you commit yourself? *I* certainly would have appreciated some advice when I began. There is no "council" – merely some people willing to go to the trouble to help out new referees. Don Turnbull and I disagree fundamentally at times, and no doubt we both disagree with the author of the rules. I wonder what Ian Waugh will say about Gary Gygax's article and letter in *White Dwarf 7?* Look out!

Sincerely,
Lew Pulsipher, London

Dear WD,

I am glad to see that my article on Combat and Armour Class in *White Dwarf 6* has at least stirred up some reaction if nothing else. Perhaps I might be permitted to offer some clarifications. Albie Fiore in his letter makes some excellent comments; indeed his interpretation of hit points lost as percentage damage is just the basis on which I do work at present – it seems the only logical justification of the *Greyhawk* combat rules. However, it is an interpretation which smacks of a posteriori rather than a priori reasoning, and is a roundabout way of doing things. My intention was to suggest an alternative approach to creating a combat system which would be inherently more logical, while retaining all the virtues that Gary Gygax notes in the final paragraph of his letter. I should emphasise, perhaps, that currently I still use an adaptation of the *Greyhawk* system in much the way Albie does. To base character improvement on progressive armour class rather than progressive hit points would require a lot of extra balancing work which I have not had time to do, especially with regard to how the monsters would fight. But I do believe it would make a good basis. There is no accurate system that I know of at present for dealing with critical hits. In the extreme example of the helpless hero getting the heavy breathing routine from a red dragon, the result must surely be 100% fatality if the dragon does beathe (assuming, that is, that the DM has unkindly omitted that routine unnoticed crevass), but there are many cases where it is difficult to tell whether losing X number of hit points is Y% likely to be fatal irrespective of hit point total. Falling onto stakes, a dagger in the back, and so on.

With regard to the matter of whether a character is AC2 or AC9+7, point taken. I tend not to use the weapon differential tables in that way, partly for simplicity, partly because I suspect different sorts of monster skin would have a different effect to that of variations in human armour, especially when things like undead are involved; also there should logically be similar plusses and minusses for teeth, tails, claws and so on. Very few of my monsters use military picks.

As for spells, I assume Albie makes lightning bolts hit automatically. I used to play it that way, but now I prefer to allow a miss.

Whereas it was very kind of Mr. Gygax to write and show his interest *(White Dwarf 7)*, I wish I really understood his objection. My own humble opinion, wrong though it may be, is that D&D is "about" whatever the DM and the players wish it to be about. If the fact that in my dungeon chains do not snap at the gentle tug of an average strength, fourth level fighting-man, and that unnoticed crevasses are few and far between excludes my campaign from D&D proper, I accept the charge, and offer the defence that it is still very enjoyable for me at least, despite my seeming misunderstanding.

Perhaps I shouldn't have used the word "realism"; I tried to make it clear that in the context of fantasy gaming, though one couldn't compare things to mundane reality, one could assess what I should have called "credibility". To paraphrase Lew Pulsipher, would you believe it if you read it in a novel? I would believe that Conan never gave anyone the chance to slit his throat at a blow, but I would not believe that it was physically impossible for anyone to do so in any circumstances whatsoever. Were Conan tied up and drugged, the merest kobold could despatch him at a blow with the greatest of ease – this doesn't occur because Conan is too cunning to permit the situation to arise. In much the same way, players should survive; if they are skilful, not because the system is loaded in their favour. (I don't believe in loading the system in any direction.)

I will defend realism. To say that those looking for realism in wargames should enlist in the army is comparable to complaining that cartographers should only make maps at the scale of 1:1. Realism is not mere physical correspondence, but is found in abstract properties: logic and consistency. I count these as virtues, even in fantasy gaming.

Yours sincerely,
Roger Musson, Edinburgh.

Dear WD,

In my weapons list in *White Dwarf 7*, I put the damage from crossbows as being greater than that from their corresponding handbows because I felt, without having hard data to back it up, that the crossbow was more powerful: Shortbow D6, Horsebow D6+1, Longbow D8, Composite Bow D10, Light Crossbow D8, Heavy Crossbow D10, Arbalest D12. An article in a recent *Strategy & Tactics* includes a comparison between the English longbows and the French crossbows as used in battle, and shows the crossbow as imparting twice the kinetic energy to its missile as the longbow. The article states that crossbow bolts went through armour far more readily than longbow arrows. It isn't clear to me whether the crossbows used in the comparison were light, heavy, or arbalest versions of the crossbow, but assuming that they were heavy crossbows, both the D&D rules and my alteration of them seem to shortchange the damage figures for these weapons. I therefore suggest the following modification to the damage ratings for crossbows: Light Crossbow 2D4, Heavy Crossbow 2D6, Arbalest 2D8. These are not quite double the power of their handbow equivalents, but they are higher in both their minimum and average damage figures, and seem reasonable in light of the damage ratings of other weapons. Remember also that the user gets a more powerful weapon at the expense of range and rate of fire, the latter being an important game balance factor.

Sincerely,
John T. Sapienza, Jr., Washington D.C., U.S.A.

Dear WD,

I have just obtained the first four issues of your magazine and noticed in *White Dwarf 2, Before the Flood,* that the author made reference to an Australian *Midgard* that had collapsed. At the time this was only partly true, what had happened was that a split had occurred between the players and the GM over his running of the game. The GM then contacted a player to help him run the game and shortly after quit altogether. The player then went to work on the game with my aid but eventually he dropped out through lack of interest. I was then left with the whole works.

The big downfall in the game at the time I took over was the rules. These had basically been drawn from the American Midgard and did not cover half the possible occurrences in the game that need defining. I again called a halt to the game and sat down again to rework the rules and the world of Midgard. This made in total about four editions of the rules and three editions of the map. I finally stopped the map making by using the War in Europe map. After four months I again started the game (that was about July 1977) and it has been running smoothly ever since.

The game at the moment has only about 25 players, but its numbers are increasing slowly again as word spreads throughout the various people who play wargames. The rules include Heroes, Wizards and Clerics who can be rulers or not as they wish, and Economics, Maritime and Army, Spies, Weather, Characterisation, Exploration and Colonization, Fortifacations and Siege, and various other minor rules. A MIDGARD JOURNAL is published with each monthly move.

Yours sincerely,
Kevin Flynn, Woolloongabba, Australia.

TO BE CONTINUED...

In response to numerous requests for Games Workshop to repeat its popular D&D Day, we are proud to announce the first

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Valley of the Four Winds

©1978

by Rowland Flynn

Part I

"A great statue on a cart," said Hero, squinting, "with men pulling it, men or things like men. And something in red that walks before them." His hands gripped the stone parapet, as though by sheer strain he could make clear the shapes moving through the dusk. "Whether they come for good or ill . . . there's no telling at this distance."

Pursio looked up at him and snorted. "Good and ill can seem two peas of the same pod, even at close quarters. Is it no clue that they pull their great huge cart from the northeast?" A handful of others had come to peer from the city's north wall, but they took care not to jostle tall Hero and dwarvish Pursio. The two had a certain reputation.

"Things enter the Valley of the Four Winds from all directions," said Hero gloomily. "Mostly for ill, what of it?"

"These doughty men pulled their cart up the Black Gorge's side, perhaps? Mayhap they found it easier to haul it across those rocks like fallen castles at the roots of Stonefinger Mountains? No, they came roundabout, or by sorcery and neither bodes well." Pursio stared across the fields to the approaching figures, and scratched his leathery baldness. "Straight through the hop-field! Master Skell will say a word or two to 'em for that, accident or no. Come down: we'll lie in ambush at the gate and see what stuff they're made of. The wind here is cold."

Hero shook his head so that the dragon-crest atop his helmet turned questioningly from side to side. "Not until the bell. It is my watch. — See, the walker before is an old greybeard and the statue a great squatting man."

"Your eyes see better than mine," said Pursio and stamped off along the high stone ledge, followed by most of the casual watchers. As he vanished down the steps, his voice rose in a taproom ditty of three witches and a goat.

In the gatehouse below, torches were being lit; leaning between the crenellations, Hero caught a whiff of acrid smoke. His attention was further out, circling like a bird about the oncoming caravan, resting now on the dimly-seen, chained men, now on the ancient who led them, now on the gross figure — surely huger than ten men! — which squatted obscenely on the cart they drew. Hero heard the massy wheels squeak as the cart struck one of the paths winding through the fields, and turned towards the gate. Torchlight gleamed dully on its burden, the highlights yellow like gold or brass. The lined face of the one in red showed harsh beneath his wide hat; as the procession halted before the gate, Hero saw fire-bright eyes in that face, a fire seemingly stolen from the dead, blank eyes of the chained men who stood without hope or fear.

The guard-captain stepped forward onto the hard packed earth before the gate. "Greetings," he called. "If you come in peace, declare yourself and be welcome in the King's name."

The visitor answered in a rich and creamy voice: "My name is Hajjin. I an no man of war; I bring a gift for his majesty. May I enter?"

A small figure moved hastily up to the captain and spoke in a low voice. It was Pursio. The captain nodded, darted a glance at Hajjin, and strode forward, his sword hissing from its sheath. In the same fluid movement it reversed itself in his gauntleted hands, so it was the pommel which rapped sharply against the great, brazen, squatting figure on its ornate platform. It rang dully; the captain and Pursio again exchanged nods.

"You are free to enter, sir," the captain said. The showy plumes of his regalia trembled in the evening breeze. Hajjin eyed him blandly, a sneer in his stance if not his features. "Be assured that my gift is not hollow, and carries no assassins in its belly . . . These are hard and suspicious times, I see."

The dwarf retreated with a shrug through the pass-door set in one great iron-bound gate; the captain, slightly flushed, snapped orders. Both gates creaked open, spilling more light from the cressets lining Farrondil's streets; and as the sky's last gleamings sank behind the hills, Hajjin and his strange entourage passed into the old stone city.

* * *

Hero's watch ended with last light; his relief appeared as the gates closed behind the visitors, and the watch-gong sounded across Farrondil before that gross image had been dragged halfway to the central square. It seemed to Hero that Hajjin's entry into Farrondil had a bad flavour; he did not return to his quarters to doff the armour, but followed the rumbling cart with its escort of city gaurds (some of whom, pitying the chained wretches, were giving a helping push). The armour was heavy, but Hero took innocent pleasure in wearing his dragonslayer's crest: he alone in the city bore it, for though half-a-dozen warriors as bold might be found, dragons came rarely by Farrondil . . . There was Pursio ahead. He wondered how Pursio would handle a dragon: probably his cunning would trick the beast into fettering itself, having first told the secret location of its hoard . . .

"Those lackeys!" said Pursio as Hero drew level with him, beside the creeping cart. "One's a leper, I swear. And I doubt they've washed these last five years."

Hero wrinkled his nose. "Aye, I caught the stink even on the wall. But their master . . . he has another kind of stink, would you not say?"

His friend and servant flashed him a side-long glance. "You felt that? — Yes, though I've but a smidgeon of the power, I see something pent up in this Hajjin. A strength from over the hills — a spider strength that weaves webs, mayhap."

"You have told no-one of this?"

An expressive snort from Pursio. "Were I a bold dragonslayer, I'd need no aid against evil. But craven that I am, I warned the guard-captain to set archers at high windows round the city square. There'll be an arrow nocked and ready for each slave, and five for Hajjin, should devilry be afoot."

Hero grinned, clapped Pursio on the back; the little man coughed, stumbled and broke into bitter defamations of Hero's character, smiling more and more as he invented elaborate insults, all the way to the square.

* * *

When they came through the north arch into the cobbled square, it was filled with hubbub. Rumours had rippled through Farrondil as fast as men could run; the taverns in surrounding streets were half-emptied as the curious drifted, tankards in hand, to see the audience. Hajjin walked unconcerned through the throng, which parted before the red cloak's swirl: as though long familiar with the city, he ordered the wooden cart backed against the eastern wall, its burden facing the high balcony opposite. The torchlight was stronger here; the "gift" showed clearly as the brazen semblance of a hairless, squatting man, bloated like a eunuch and near naked.

"Gods! what a sight!" said Hero as he studied the broken men who pulled the eidolon. They were spotted with sores, streaked with mud and excrement; their hands bled where they had tugged the chains (padded only with worn leather) for so long. Hajjin stood a little before them, calm eyes on the balcony, ignoring the buzz of speculation. A star or two winked down; behind the barred barracks windows on three sides of the square, the cresset gleams struck an occasional spark from arrowheads of cold steel.

"Hold fast," whispered Pursio urgently, plucking his friend's arm: in vain. Hero's voice rose as he moved closer to Hajjin and said, as if to Pursio, "Slavery is not looked kindly upon in Farrondil. Think you the King, though laden with never so many gifts, will favour a creature who treats men thus?"

Hajjin turned with a smile. "Why, if such is your custom, do you loose their chains," he said as though to an idiot child.

"An axe!" called Hero. In half a minute a guard was at his side with a heavy battleaxe from the barracks. There was a black iron ring in the front of the juggernaut-car, to which all the slaves were linked: at this, without another word, Hero swung the axe. It whistled down and struck the iron ring fair and square. There was a ringing crack, a flurry of sparks: the axe-head broke in bright shards which tinkled across the stones. The slaves stood hangdog as before; on the black iron there was no scratch. Hero stared at the useless handle he held, saw Hajjin turn his back once more, saw Pursio signing him to be calm — and then a richly-clad man appeared on the balcony, calling "Silence! Silence for the King!"

* * *

The man — whom Hero recognised as one Madoc, poet, mathematician and warrior besides — withdrew. In the square the crowd quieted, then broke into brief cheers for King Lodwick. The King was robed in rich blue and carried the plain gold rod of office; he held this aloft and called "We welcome you to Farrondil, Master Hajjin; we hear you bring an, ummm, unusual gift . . ."

"If you look more closely you may see it for yourself, O King," said Hajjin calmly.

The King narrowed his eyes. "We see it. We likewise see many near-dead men, and to our old eyes it seems these men are chained. Such, Master Hajjin, is not the way of Farrondil."

Hajjin waved a negligent hand. "The men are part of the gift — yours to free if you will."

He turned a quick smile on Hero. "If you can."

Drumming his fingers on the balustrade, King Lodwick said dangerously "And can it be that you seek a boon? That for this monstrous idol and these sorry wretches you seek high reward?"

"I do. Ten thousand golden crowns would seem adequate."

The King's face grew darker, but the crowd's mood lightened, and many laughed. "If it's solid brass it's maybe worth two hundred," called one metalsmith; and "Solid brass! Aye, that's the word for Master Hajjin!" returned a half-tipsy man across the square.

"It seems that you amuse our people," said the King evenly. "But Dweste our court jester has five apprentices already. We bid you goodnight, and trust that your so valuable gift will be gone by the morrow."

"On the contrary — it is yours forever!" Hajjin, with an agility belying his seeming age, sprang back between his slaves and leapt behind the brutish effigy. "Enough of these fine words. Bring forth ten thousand crowns or it will be the worse for you."

The King struck his rod on the balustrade. "We are no longer amused," he snapped. "Our guards will house you for the night — aye, and for many nights more, until civil words are heard from you. Attend to it, captains — "

* * *

He stopped, staring. Hajjin had raised his own right hand, which now glowed with milky light, brighter and brighter, a growing moon of radiance surrounding it. He smote at the brazen head, and the gross figure rang with a terrible note — resembling the note struck from it at the gate as thunder resembles a clapping hand. Slowly, horribly, the figure began to tremble. The hidden bowmen saw evil in the air, and there was a fivefold snick of bowstrings, while Hero flung the axe-handle with all his strength at this sorcerer. But Hajjin cried in an unknown tongue and raised the glowing hand again; lightning flew five ways to strike and blow to smoke the arrows as they flew. A great wind hurled Hero to the ground, blew Pursio squawking across the cobbles and felled the crowd like scythed corn. Even the axehandle was turned in mid-air; it flew across the square to strike the King's balustrade.

Blinking the searing images of lightning from his eyes, Hero saw the brazen figure lean forward, somehow animated, turning its head from side to side and blowing steadily from thick lips. Its great belly rippled, but the thing did not seem to take breath: the gale increased, tumbling men like leaves. Hajjin stood behind his gift, parrying with lightning such arrows as reached him through the winds. The King lost his grip on the balustrade and was blown out of sight through the balcony door. By now all in the square were piled, bruised and bloodied, into groaning drifts against the walls; Hero struggled upright from one of these and was spreadeagled by the blast against the western wall.

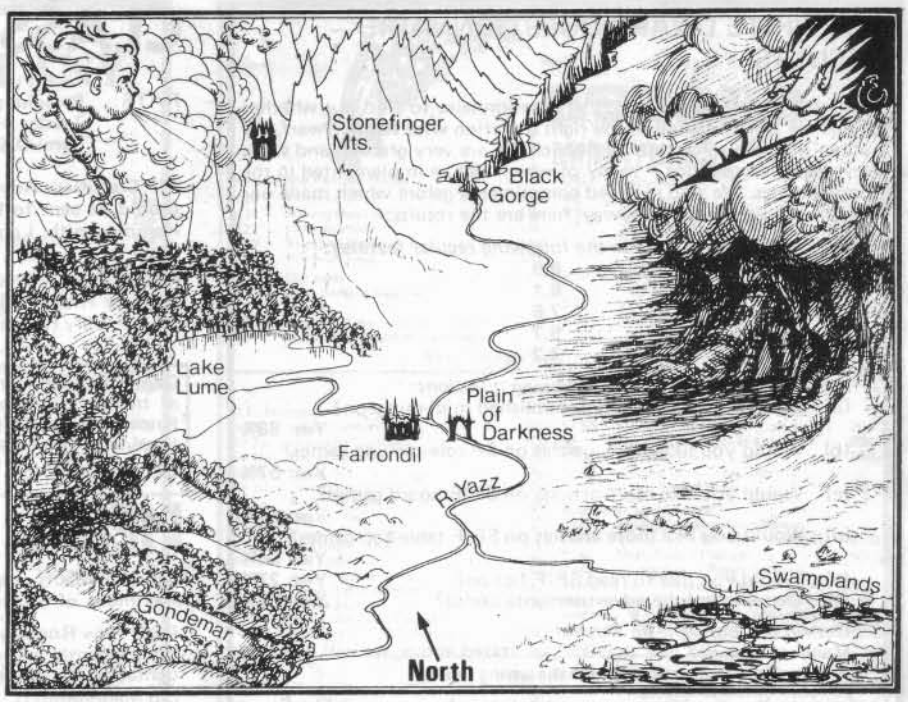
"Wizard," he cried with what breath remained to him. "Wizard . . . stop! stop!" The words were whipped from his mouth, flung against the wall and whirled up to the stars; yet Hajjin heard. The wind died and the brazen demon regarded its victims with large incurious eyes; as a reminder and a warning, the light still burnt about Hajjin's hand.

* * *

The King staggered back into view, supported by two lords: there was blood on his robe and the rod of kingship was bent. Lamentations rose from the stricken people.

"We spoke of ten thousand crowns," said Hajjin as though the sorcerous attack had never been. The King nodded: "Attend to it," he said grimly to the lord on his right. His eyes were like stone, and Hero fancied the sorcerer would be hard-put to avoid an arrow in the back as he carried off the booty. The line of Lodwick of Farrondil was not royal through benevolence alone.

The common folk hobbled or were carried away, to be replaced by armed men from the



barracks who braced themselves warily. The blown-out torches were relit. All was silence until the heavy leather bags of crowns were brought one by one to the centre of the square. When the last had clinked to the cobbles, Hajjin spoke again: "My thanks for your favour, O King, I shall be honoured to accept the same small tribute whensoever I chance to visit Farrondil, and meantime my gift to you, Mikool the Wind Demon, shall move in your streets as token of our understanding. Anger him not, nor seek to halt his carriage, lest he show a trifle more of his power and blow your city and its people east across the River Yazz . . ." He brought his hands together so that the left seemed to take fire from the right; he sprang forward to stand by the massy sacks of gold. The light spilled out from his hands into a great orb of moony glimmering which enfolded his person and his ransom. At that moment Pursio's arm rose and fell; a flat, gleaming knife hissed through the air towards the wizard's heart; and the globe of light flared like a fallen sun. When it faded Hero saw nothing at the square's centre but a smoking circle on the ground, where there lay a charred and molten scrap of metal.

"My best knife," said Pursio, and spat.

The wizard's sudden disappearance was as a signal and heavy wheels rumbled and squeaked; the Wind Demon, now seemingly asleep, was lurching off on its endless tour of the city streets.

* * *

Torches burnt late in the judgement chamber that night, where the King sat worn and aged upon the stone chair of decision: the Lodestone. Men found falsehoods difficult in that room; the stone was mighty for Law. Anvar, a barbarian hillman of the north who had risen in Farrondil through brute strength and a keen eye for gold, was for destroying the demon at whatever cost; but Madoc reminded the council of Hajjin's last threat.

"That talk of being blown across the river was no joke. You well know that if even one man of the valley should cross Black's Bridge to touch on the Plain of Darkness, then — as happened long ago — the great bell will toll and the things which have died and yet live will swarm across the plain to kill and kill."

"Old wives' tales," said Anvar.

"True tales," said Hero, who like Madoc had studied the archives. "I say that to break this vile bondage we must seek aid in Gondemar, where strange wisdom may be found."

There was a flickering of eyes towards Pursio, who stood behind Hero's seat. The dwarf was of Gondemar, one of the occasional man-children born to that dog-faced breed. Hero followed this gaze — "Aye," he added, "we have a trusty guide."

The King leant back on the stone chair and closed his eyes for a moment. He said, "All paths are dark save this. You will lead a party to Gondemar, good Hero?"

"If my King wills it. Pursio must come, of course — and I'd be glad of Madoc's company, and of Gorwin's and Caspar's for they are the finest bowmen in Farrondil . . ." The bleak-faced warrior twins smiled together.

"And of mine?" said Anvar. Hero blinked, and nodded quickly.

"Take Rhys the bard also," said King Lodwick. "They of Gondemar love music. You may buy their good advice for a song . . ."

* * *

The party was made up in the next hour, its ranks swelled by four soldiers of the guard. Fine swords from the royal armoury were provided — Pursio often said that he undertook quests solely to get such swords — and Hero received a small store of gold from the shrunken treasury. There was time for some hours' restless sleep; at dawn, after a lonely hour of walking and planning, Hero and Pursio were mounted in the square and ready to depart. King Lodwick saluted them from the balcony, but Hero's heart was lifted more by a blown kiss from the upper window where stood the Princess Allathea. It seemed a good omen, too, that the rolling Wind Demon was nowhere near. The horses clacked through Farrondil's streets in the sickly light, to greetings from those who guessed their purpose and curses from sluggards woken by their passing; and so through the gate and mile on mile of dewy fields, southward towards hilly Gondemar.

* * *

In the rough land beyond Farrondil's fields they spied occasional monstrosities strayed from beyond the Valley of the Four Winds, yet nothing which dared attack. The day wore on; it was late afternoon when the party neared Gondemar's low southern hills, where the Yazz flowed from the evil swamplands further east. And now, over this joining place of Gondemar and the Swamplords' slimy land, there was smoke; red flames lay on the marsh and to the party's ears came howls, and croakings, and the clash of battle. Hero scanned the eager faces of his nine companions, and spurred his horse; they galloped as one towards the smoke and mist, and whatever it might conceal.

To be continued . . .

THE WHITE DWARF QUESTIONNAIRE – RESULTS

Last issue we published our first questionnaire to find out whether or not we were heading in the right direction with *White Dwarf*. We had an incredible response for which we are very grateful and some very useful suggestions – many of which will be implemented in the coming issues. We also received compliments galore which made our hearts swell with pride. Anyway, here are the results:

1. *Give marks out of ten for the following regular features:*
   (a) The Fiend Factory **8.9**
   (b) Treasure Chest **8.1**
   (c) Open Box **7.6**
   (d) Molten Magic **5.7**
   (e) Kalgar **3.2**
2. *Answer YES or NO to the following questions:*
   (a) Would you like a regular published mini-dungeon? **Yes: 88%**
   (b) Would you like more articles on SF role-playing games? **Yes: 57%**
   (c) Would you like more articles on SF/F board games? **Yes: 51%**
   (d) Would you like more articles on SF/F table-top games? **Yes: 54%**
   (e) Would you like to read SF/F fiction? **Yes: 27%**
   (f) Do you find the advertisements useful? **Yes: 87%**
3. *Get rid of your pent-up frustration!*
   Many of you did just that and, as stated above, we will be using many of the suggestions in forthcoming issues.

All the results were interesting and helpful. As expected *The Fiend Factory* came top of the regular features with an incredible average mark of 8.9 out of 10. The unfortunate *Kalgar* did rather badly and, whilst most people would admit that the artwork was excellent, it has been decided that *White Dwarf* is not really the place for a cartoon strip. *Treasure Chest* proved very popular and might be expanded. *Open Box* satisfied most people and shall continue in the same format. *Molten Magic* was found to be useful for people who bought figures by mail order, but it has been cut down to a page with more efficient use of the photographs. Not marked but commented on as being popular were *Letters* and *News* and they shall definitely remain.

Nearly everybody (88%) wanted a regular published mini-dungeon and they will appear at least once every two issues starting with issue 9. A lot of people wanted more SF material in general including role-playing, board and table-top games. We will try to rectify the deficiency which exists at present. As can be seen, not many people are interested in fiction although we think we can be excused in the publication of the *Valley of the Four Winds* as this will give background information for wilderness campaigns and for those people wishing to fight table-top battles using the figures of the same name. It was interesting to note that 87% of people found the advertisements useful thus justifying their existence and proving their value in the specialist hobby field.

We cannot hope to please everybody all the time but we are doing our best to give you what *you* want from *White Dwarf*.

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HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

D&D New Romney
Have recently arrived in England from Australia and would like to make contact with any nearby D&D centres/clubs. Contact Catherine Lock, c/o Maddiesons, Littlestones Holiday Centre, New Romney, Kent.

EPT, D&D, Beds/Bucks
EPT Campaign & D&D games. Contact J.W. Grace – Tel: Stewkley (052524) 259.

D&D Portsmouth
All D&Ders are welcome to join the 'Vile Kush' wargames club which meets at Room 3, North End Community Centre, Malins Road, (off Kingston Crescent), North End, Portsmouth. 2.00pm–7.00pm on the first Saturday of each month.

D&D Basildon
Players required for regular games in Basildon/Southend area. Knowledge of D&D unnecessary as it is fun to learn. Contact Chris or Fran. (Tel: 0268 26969).

C&S Mag?
I am particularly interested in the Chivalry & Sorcery fantasy rules and would like to hear from other fantasy gamers with a view to setting up a small zine devoted to their study. Contact: D.J. Parry, 132 Ramnoth Road, Wisbech, Cambs.

Wanted
The Dungeoneer No. 1 and The Dragon 1–3 to buy or borrow. Postage will be paid on all corespondence etc. Please write to John Berriman, 43 Beaumont Road, Petts Wood, Orpington, Kent, stating condition and price required.

D&D Kent
Anyone interested in forming D&D or other fantasy game group. Experienced DM without group needs victims. Contact: Nick Spalding, 72 Ingoldsby Rd, Mimmis Bay, Birchington, Kent T7 9PJ.

D&D Stamford
The Stamford Wargames Club has now reopened. Anybody in the Stamford area interested in D&D and Kingmaker are invited to join. Includes resident Wilderness and Dungeons. Contact J. Drake, 15 Highlands Way, Stamford (Tel: Stamford 4439).

Postal Fantasy
Young player wishes to take part in postal fantasy campaign. Please contact Paul Murgatroyd, 19 Westkirke Ave, Grimbsy, S. Humberside.

Black Hole Hammersmith
D&D Campaign every Friday evening 6.00 pm till 12-ish beginning 1st September. Meetings to be held in an air-conditioned hall with its own bar only a slingshot from Games Workshop. Players and DMs please phone Jack at 445 4352 (evenings) after 20th August.

C&S Great Yarmouth
Players wanted for a Campaign. D&D also considered. Contact T. Sallis, "Eureka", Arnott Ave., Gorleston.

D&D Dorking
Any D&Ders in the Reigate, Leatherhead, Guildford, Dorking area? If so give us a ring and we might try to start a campaign. Call Mike at Dorking 87253 after 5 pm or weekends.

D&D Warrington
Opponents needed for D&D, Traveller, etc. Please contact D. Parrington, 12 Kenilworth Road, Lowton, Warrington, Lancs. (Tel: 0942 604089).

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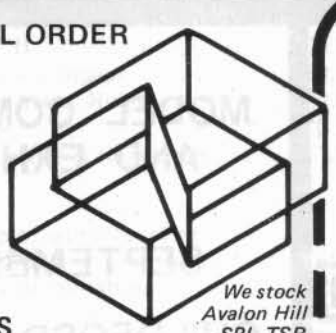

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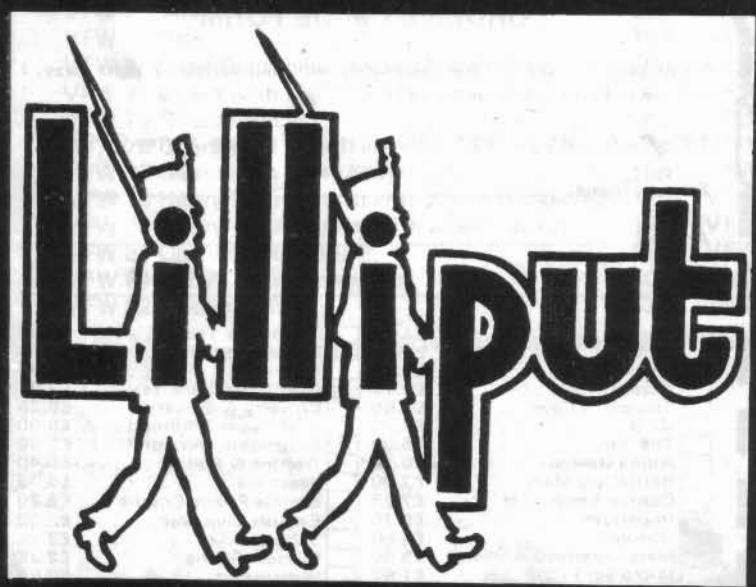

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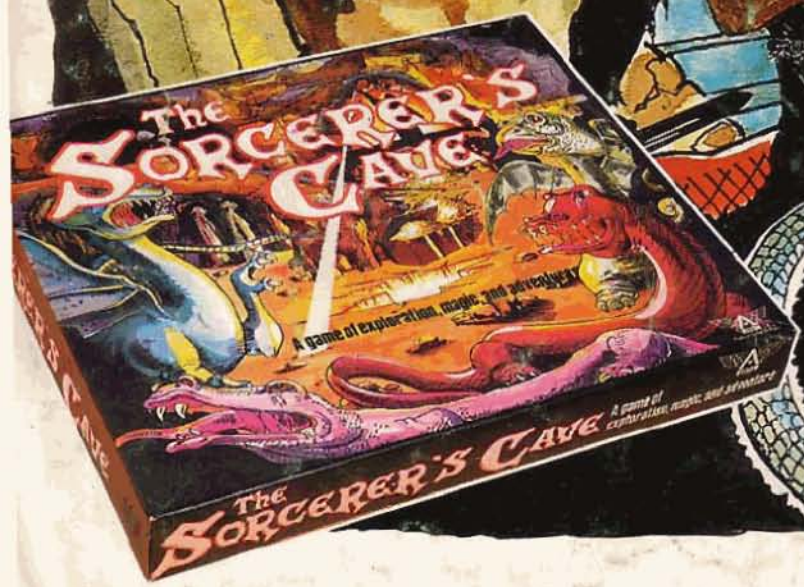

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